

When cornered by multiple attackers, how do you decide who to attack first?

Let's be real.

You aren't Bruce Lee. You aren't Mike Tyson. You aren't Batman.

- Fighting is **always dangerous**.
- If you are being attacked, it means that **your assailant(s) believe they have an advantage (probably correctly)**.
- If there are multiple attackers it means **they actually do have an advantage**.
- If you are cornered, **their advantage is multiplied**.
- **If they are attacking as a gang, they mean to hurt you badly!**

To plan on taking them out one at a time, from biggest to smallest, smallest to largest, most dominant to least, or in any other pre-selected order is a fool's wet dream.

Your goal is to escape with your skin intact and (possibly, if you really must) return later when the odds are in your favour.

The question doesn't give specifics on how you are cornered (in an actual corner, surrounded, against a wall, trapped in a room with only one exit, with the sea at your back... so it's a good idea to play out scenarios with a few training partners to develop a sense of possible tactics.

Suggestions, if just plain fleeing is not an option, and you must physically engage at least one assailant:

- Even though you're fighting, your goal is still to "Un-corner yourself" and to escape.
- Use situational awareness. I hate to tell you this, but lack of awareness is what allowed you to become cornered in the first place. Now crank it up. Become aware of enemy positions, physical hazards, and potential weapons. Use what you can; avoid what you must.
- If you have a weapon, now is the time to deploy it. Multiple attackers justify aggressive defence methods.
- Forget grappling... if you tie up with one, the others will drag you down and pile on.
- Pick the one whose destruction will give you best access to an escape route.
- "Go nuclear" on him. Use hands and elbows, feet and knees.
- Hit fast and hard, then move!
- Make him bleed. Bleeding demoralizes accomplices.
- Don't get fancy. Simple works best.
- Constantly "Threat scan" 360 degrees.
- Pick a direct route to safety. At least one attacker will try to stop you. Try to approach him at an angle which "stacks up" his cohorts so only one can get to you at a time.
- Did I say "Make him bleed?" Headbutts and elbows to the face... punches to the nose... scratches to the eyes....
- Use both hands. Simultaneous blocks and strikes.
- Against grabs, don't lock joints... crank and break them, then move on.

Don't protract the battle. To paraphrase: ***"The quicker you end the fight, the less beat you will get!"***

Escape.